



GALACTIC PISTOL ALLIANCE

Rulebook version 2025.10.2

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Galactic Pistol Alliance

Rules Highlights



24 rounds maximum

Carry as many mags as desired

Mags may be loaded to full capacity

One mandatory reload per stage – you decide when and where

Targets may be required to be shot while moving

No tactical priority while shooting in the open

Drop a loaded mag with no penalty

Unlimited steel targets

Unlimited non-threats

No cover garment

½ second scoring

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Galactic Pistol Alliance

1.0 GPA Introduction

The Galactic Pistol Alliance (GPA) is a competitive shooting sport. It is intended to be safe, easily understood and to provide a level playing field for fair competition.

1.1 Fundamentals

- A. Provide a simple shooting sport, with a focus on safety.
- B. Allow competitors to develop and maintain pistol-oriented skills.
- C. Provide different divisions for grouping firearms of similar nature.
- D. Provide stages based on GPA concepts.

1.2 Core Principles

- A. Participation. GPA is a volunteer-based sport. All competitors are expected to assist.
 - 1. Good sportsmanship.
 - a. A major focus of GPA is to maintain and improve shooting skills in a manner safe and enjoyable.
 - b. Unsportsmanlike conduct may result in anything from a discussion to a DQ. (See 21.11)
- B. Target engagement.
 - 1. Fault Lines attached to a cover object designate cover positions.
 - a. Tactical Priority engagement is required from cover positions.
 - 2. The absence of fault lines means targets are “in the open” and may be engaged at will.
 - 3. The course of fire may specify target designation, if appropriate.
 - 4. Initial engagement
 - a. from the first shot at a target until the required number have been fired at it = fully engaged.
 - b. must be made in the style / manner stipulated. (SHO, seated, etc.)
 - c. “in the open” targets have no tactical priority and need not be fully engaged before shooting at another target that is also in the open.
 - 5. Make up shots can be made from anywhere, as long as it is safe to do so.
 - a. Following initial engagement, make up shots may be shot in any style (Freestyle, SHO, WHO, etc.)
 - b. Following initial engagement, make up shots may be shot in any manner (standing, seated, prone, etc.)
 - c. Make-up shots for targets required to be shot on the move must be made while moving
- C. Sight pictures. taking sight pictures, including air gunning, is permitted.
 - 1. Once the shooter comes to the starting position, air gunning must cease.
- D. Rule Book. It is intended to be simple and straight forward. Not every question can be anticipated. Where gaps exist, the Match Director will make the call, having sought a logical and common-sense answer.

1.3 Cold Range

- A. No one is allowed to carry a loaded firearm other than a law enforcement officer acting in an official capacity.
- B. Handling of firearms in the parking lot is prohibited.
- C. Safe areas will be provided where **unloaded** firearms may be handled.
 - 1. Handling live ammunition at the safe table is not permitted.
 - 2. Practice drawing and dry firing is allowed, reload practice is not.

1.4 Safety

- A. All shooting sports have some element of risk. GPA relies on the implementation of safety rules and the awareness of participants to minimize that exposure.
- B. GPA's safety rules are based, in part, on Colonel Jeff Cooper's firearms safety rules:
 - 1. **All guns are always considered loaded.**
 - 2. **Never let your muzzle cover anything you are not willing to destroy.**
 - 3. **Keep your finger off the trigger till your sights are on target.**
 - 4. **Identify your target and what is behind it.**
- C. Specific violations of safety principles that result in a DQ are found in section 21.0
- D. The Safety Officer (SO) running a stage may issue a DQ for any action they deem to be unsafe, subject to review by the Match Director.
- E. Those new to GPA must be cleared by the Match Director, or his designee, to participate in the match.
 - 1. This may be done via a safety briefing, discussion or knowledge of prior experience.

1.5 Muzzle safety

- A. The 180-degree line (Also referred to as "the 180")
 - 1. An imaginary line extending from one side of the bay to the other.
 - 2. Passes through the shooter's body and is perpendicular to the centerline of the bay.
 - 3. The 180 moves with the shooter through the stage.
- B. Allowing the muzzle of the gun to point across the 180 in an up range direction, other than when drawing or holstering, is an immediate DQ.
- C. "Muzzle" is an *optional* warning that may be given if the SO sees the shooter is close to breaking the 180.
 - 1. There is no penalty associated with this call.
- D. Muzzle safe points
 - 1. Markers that override the 180 degree line.
 - 2. The muzzle must not be pointed up range of a line from the shooter to the marker.
 - 3. Pointing the muzzle of the gun over this line is the same as breaking the 180 and results in an immediate DQ.
 - 4. Should be pointed out and defined during the walk-through

1.6 Awareness

- A. Any participant seeing a potentially unsafe situation should immediately shout STOP. The Safety Officer will then take charge and determine the action required.
- B. Actions outside of the GPA domain should be managed privately. The Match Director should be informed, if appropriate.

3.0 Shooting Rules

3.1 The Course of Fire may override the shooting rules for safety purposes.

3.2 Shooting Styles

- A. Freestyle
- B. Strong Hand Only (SHO)
- C. Weak Hand Only (WHO)
- D. Retention
 - 1. Must be shot with the strong hand controlling the firearm
 - 2. Some point on the strong-side arm, between the elbow and wrist, must be in contact with the torso.
 - 3. Targets required to be shot from retention must be one yard or less from the shooting position.
 - A. The +0 zone may be cut out
 - 4. Requires that the shooter be stationary or backing away during initial engagement.

3.3 The **order** of shots on individual targets may not be specified. (i.e., "2 to the body **and** 1 to the head" is a legal requirement: "2 to the body **and THEN** 1 to the head" is not.) This also applies to targets in an array.

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3.4 Target Distances

- A. 40 yard maximum for targets to be shot Freestyle
- B. 15 yard maximum for required Freestyle head shots.
- C. 10 yard maximum for SHO
- D. 10 yard maximum for WHO
- E. 10 yard maximum for initial engagement of targets required to be shot while moving

3.5 Any target may be *reengaged* at any time or place, as long as it is safe to do so. (see 1.2 B5c)

3.6 Reshoots

A. Reshoots are mandatory under the following circumstances:

- 1. Prop failure
- 2. If the SO stops for a perceived squib and it is determined that there was no squib.
- 3. The shooter was allowed to start in the wrong position.
 - a. This was determined prior to the next shooter arriving at the starting line.
- 4. If the target is not taped between shooters and the SO cannot definitively call the score
- 5. If the eye or hearing protection inadvertently becomes dislodged.
- 6. Safety officer gives an incorrect stage briefing

B. If eye or ear protection is deliberately dislodged no reshoot is given (see 19.1 D2)

- 1. Stage is scored as it exists at that point
- 2. If this action is the result of a safety concern a reshoot will be given.
 - a. *example – While running the course of fire an ejected case lodges between the shooter's face and glasses.*

C. Reshoots are optional under the following circumstances: (Prior to scoring)

- 1. If the SO thinks he may have interfered with the shooter, he may offer a reshoot. (SO interference)
 - a. The shooter may accept or decline, at his discretion.
 - b. If the shooter believes that SO interference took place, he may request a reshoot. If the SO rejects the request, the shooter may ask for the Match Director to make the final decision.
- 2. Any offer, request or acceptance of a reshoot must be made prior to the targets being scored.
- 3. Freestanding steel targets that rotate beyond 45 degrees but do not fall (See 31.7)

D. Reshoots are *not* given under the following circumstances:

- 1. Mental errors
- 2. Firearm malfunctions (See 17.12)
- 3. Failure to understand the Course of Fire
- 4. If the eye or hearing protection intentionally becomes dislodged.

E. Local Match Exception (See 17.12 B)

3.7 Concealment Garments

- A. Not required

3.8 Coaching by the SO while running the Course of Fire

- A. Is encouraged at local matches
- B. Is not permitted at sanctioned events

3.9 Flashlights

- A. Handheld flashlights must remain in the shooter's possession while in use
- B. Weapon-mounted lights must be functional

5.0 Walk-Throughs

- 5.1. Conducted by the SO prior to anyone shooting the stage
- 5.2. Explain all shooting positions and any other relevant information
- 5.3. Shooters are allowed to occupy each position, including seated, prone, low-cover, etc.
- 5.4. SO's will answer specific questions with specific answers

7.0 Starting Position

- 7.1 Default starting position has the shooter standing with wrists below belt, hands not touching gun or loading devices.
- 7.2 The Course of Fire (CoF) may stipulate an alternate start condition for the gun, the shooter, or both.
- 7.3 Ear and eye protection must be in place for all participants and observers when the range is hot.
- 7.4 Incorrect starting position
 - A. See 3.6 A3

9.0 Range Commands

- 9.1 Universal Commands
 - A. May be issued at any time
 - B. *STOP*
 - 1. May be called by anyone who perceives a potential safety issue
 - 2. May be called for a prop failure
 - C. *Finger* (See 19.1 A7)
 - D. *Muzzle*
 - 1. This is a safety warning
 - 2. No PE is issued
- 9.2 During the Course of Fire
 - A. *Range Is Hot*
 - 1. Indicates that the Course of Fire has begun
 - B. *Make Ready*
 - 1. This may be modified for safety reasons. If the starting position (for example) is turned toward the side berm, the command may be changed to “Face downrange and make ready.”
 - C. *Are You ready?*
 - 1. If the shooter does not respond within 5 seconds they are assumed to be ready.
 - 2. If the answer is “no,” allow an additional 10 seconds and then proceed with the stage.
 - D. *Stand By*
 - 1. If the SO omits the “Standby” command, the shooter will stop and ask for a restart
 - a. If the shooter does not ask for a restart and elects to continue, no reshoot will be given
 - E. *Commence Fire (This may be an audible beep or other signal)*
 - 1. The timer will be set to beep on a 1 – 4 second random delay.
 - 2. The button to start the timer will be pressed on the “B” in “*Standby*”
- 9.3 At the end of the Course of Fire
 - A. *If finished, unload and show clear.*
 - B. Semi-Auto
 - 1. (With the gun pointing downrange) *If Clear, Slide Forward, Pull the Trigger, Holster.*
 - C. Revolver
 - 1. *If Clear, Close the Cylinder, and Holster.*
 - a. Having confirmed that the cylinder is empty it is not necessary to pull the trigger.
 - D. *Range is Clear*

11.0 Cover and Concealment

- 11.1 Hard Cover (Solid wall, vehicle, etc.)
 - A. May **not** be shot through
 - B. If a **cover position** is available, it must be used **unless** the target is designated by the Course of Fire to be engaged “in the open” or through soft cover.
 - 11.2 Soft Cover – (Bushes, laundry on a clothesline, etc.)
 - A. May be shot through
- (Continued on next page)

11.3 Visual Barriers (Barrels, any wall specifically designated as a “visual barrier,” etc.)

- A. Provide *concealment*, not cover
- B. May not be intentionally shot through (See 19.1 B6, and 29.7)

13.0 Stage Boundary Lines

13.1 Fault lines

- A. *Define* cover, they do not *provide* cover.
- B. Must have a straight edge
- C. Start at the cover object and extend to the stage boundary
- D. May be limited in length by placing an indicator at the desired length.
 - 1. This should be noted in the written course description and during the walk-through.
- E. Fault Lines at a ***window***
 - 1. Placed at edge(s) of window
 - 2. Targets are shot from cover (slicing the pie)
- F. No Fault Lines at window
 - 1. Targets behind the window are *in the open*
- G. Shooter earns one PE ***per array*** for simply faulting a fault line
- H. Shooter earns one PE ***per target*** for moving beyond a fault line to engage targets

13.2 Do Not Pass lines (DNP)

- A. Will be pointed out during the walk-through
- B. Shooter earns one PE ***per array*** for simply faulting a “do not pass” line
- C. Shooter earns one PE ***per target*** for moving beyond a “do not pass” line to engage targets
- D. Crossing a DNP line to go to another position earns 1 PE
- E. Fault lines may not *also* be defined as Do Not Pass lines

15.0 Tactical Priority

15.1 Targets to be engaged from Hard Cover

- A. Shooting positions at hard cover are defined by the use of a fault line.
- B. Targets must be engaged from behind the fault line as they become visible (“Slicing the pie”).
 - 1. Each target shot *from cover* must be *fully* engaged before shooting another target. (See 15.1 C for exceptions)
 - a. A target is fully engaged when the required number of shots for that target have been fired at it.
- C. While engaging targets from cover, a new target of equal or greater priority may be revealed.
 - 1. Shooter may finish with the current target prior to engaging the new one with no PE issued.
 - 2. Hidden or Surprise Targets
 - Example: Target A=Activator; Target B= hidden (surprise) target; Target C= Static target
 - a. Slicing the pie requires targets to be shot in order: A, then B, then C
 - b. A-C-B, however, is legal **IF** Target C is engaged *before Target B becomes visible*.

15.2 Targets *other* than those engaged from behind a fault line are in the open and may be shot in any order.

- A. There are no Tactical Priority requirements for targets of this nature

17.0 Scoring

17.1 LIMITED STAGES

- A. The Course of Fire will specify how many shots per target are required
- B. Targets will be engaged with exactly the required number of rounds (See 19.1 B4)

17.2 UNLIMITED STAGES

- A. The Course of Fire will specify how many shots per target are required
- B. Targets may be engaged with additional shots.

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- 17.3 Required shots at a target will be scored as 0, +1, +3, or +10.
- A. A shot anywhere within the head zone will be scored as a zero
 - B. Misses on targets will be scored as +10 points
 - 1. Each required shot not taken is scored as a miss
 - C. Shoot-throughs count
- 17.4 Match scoring
- A. .5 scoring
 - 1. Points down on targets will be multiplied by .5
 - B. Penalties
 - 1. Are full value, i.e., *not* multiplied by .5
 - 2. Non-threats (+5)
 - 3. Any other penalty (See 19.1)
- 17.5 Steel must fall or it counts as a miss
- A. A steel target that does not fall will be scored as a full +10 points
 - B. "Audible hits" are not permitted, except as found in 31.7 A
- 17.6 The bullet hole (with or without a grease ring) determines the score
- A. Radial tears do not affect the score
- 17.7 The bullet hole needs only to be tangent to the perforation to receive the better score
- 17.8 Overlays may be used
- A. Overlays *shall* be used if a shooter requests that it be done to confirm a call.
- 17.9 One target per stage may require a different number of shots than the rest of the targets on that stage.
- 17.10 If a call cannot be made in a reasonable amount of time, the shooter receives the benefit of the doubt and the better score.
- 17.11 A ricochet will be scored as a hit if the resulting hole is one bullet diameter or larger.
- 17.12 Firearm malfunctions
- A. Sanctioned Matches
 - 1. If a malfunction occurs after the start signal
 - a. The stage is scored as per the Course of Fire.
 - 2. If a malfunction is noticed during the *Load and Make Ready*
 - a. Must be fixed within 30 minutes for the competitor to shoot the stage
 - b. After 30 minutes the stage is scored as is (i.e., no shots fired).
 - B. Local Match Exception
 - 1. During **local** matches, the SO may offer one reshoot for an equipment malfunction.
 - a. The SO will issue a "STOP" command, secure the gun and offer the reshoot.
 - b. Any subsequent similar malfunctions are *not* eligible for a reshoot. The stage will be scored as per the Course of Fire.
- 17.13 Targets with painted hardcover
- A. If the entire bullet hole is in the black, it is considered a miss.
 - 1. A shoot-through from the painted area to a subsequent target will not be scored.
 - a. While setting up a stage, every effort should be made to avoid this situation.
- 17.14 DNF (Did Not Finish)
- A. Other than a DQ, anyone who does not complete all stages will be given a DNF.

19.0 Penalties (PE's)

19.1 Each penalty adds 3 seconds to the score for the stage.

A. Single PE examples (a non-exclusive list)

1. Common mistakes earn a single PE.
2. Only one PE per type of infraction within a string may be called. (See 29.9A)
 - a. Exceptions
 1. 19.1 B and C (Multiple Single PE's)
 2. 19.1 D. (Double PE's)
 3. 19.1 E. (Triple PE's)
3. Leaving a **cover position** with an unengaged target visible, unless the target is designated as "in the open."
 - a. If the shooter *returns* to cover prior to firing a shot no PE will be issued
4. Leaving an **open position** with an unengaged "in the open" target visible, to engage a target from cover
5. Finger in the trigger guard at any time other than while engaging targets or transitioning between targets in an array
 - a. Two finger calls in the same match is a DQ
6. The shooter performs an illegal act

B. Multiple single PE's - Assess one PE for **each target...**

1. Engaged **in the open** when cover is required, not simply faulting the line. (See also 19.1 C2)
2. Not engaged in the style or manner required (i.e., SHO, seated, kneeling, etc.)
3. Engaged with insufficient motion when "on the move" (or a similar instruction) is specified
 - a. Movement (or the lack thereof) will be defined by the SO team
 1. If both SO's are in agreement, a PE will be issued.
 2. If both SO's cannot agree, the shooter does not receive a PE.
 3. Call is not subject to review
4. Engaged with extra shots on a *Limited String*
 - a. Total time, including extra shots, will be counted
 - b. Score the best hits on targets
5. Touching beyond a Do Not Pass (DNP) line (See 13.2B, C and D)
6. Engaging targets through a vision barrier

C. Multiple single PE's - Assess one PE **per array ...**

1. Engaged from cover with a tactical priority violation (see 15.0)
2. Engaged while **touching beyond a Fault Line** (See 13.1G, H)

D. Double PE examples (a non-exclusive list)

1. Failure to perform a mandatory reload
2. Not going prone or taking a knee when required to do so.

E. Triple PE examples (a non-exclusive list)

1. Unsportsmanlike Conduct
2. Eye or hearing protection is **deliberately** dislodged (See also 19.1 E4)
3. May include deliberate or severe rules violations
4. May also result in a DQ if the time penalty is deemed to be insufficient

19.2 If the SO's have any doubt about a call, no PE shall be issued

- A. The SO team may discuss a call to confirm the decision.

21.0 Disqualifications (a non-exclusive list)

21.1 An *Accidental Discharge* deemed unsafe by the SO

- A. A shot that hits the ground within 2 yards of the shooter
- B. A shot while holstering or drawing
- C. A shot during the *Unload and Show Clear* process

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21.2 Sweeping yourself or anyone else

- A. If the muzzle sweeps the lower body while drawing or holstering, but the finger is clearly outside of the trigger guard, no DQ will be issued.
- B. Sweeping a leg **after** a draw while seated is a DQ.

21.3 A shooter dropping a gun while in a shooting bay

- A. Receives a DQ, except as noted below
 - 1. If the holster becomes detached with gun in it and the **trigger is not exposed**
- B. The gun must be retrieved by an SO.

21.4 Dropping a gun outside of the shooting bay

- A. The gun must be retrieved by an SO.
 - 1. If clear, they may reholster and continue in the match.
 - 2. If the gun is found loaded, they are disqualified.

21.5 Firing a round over the berm

21.6 Breaking the 180 or muzzle safe points

21.7 Removing a gun from a holster unless:

- A. Shooting a Course of Fire
- B. At a safe table
- C. In a shooting bay, under the direct supervision of a Safety Officer

21.8 Pointing a gun up range at any time

21.9 Two finger calls in the same match

21.10 Engaging a steel target from less than 10 yards

21.11 Unsportsmanlike conduct

- A. May result in a Single, Double, Triple PE or a DQ
- B. DQ if discussion, or other alternatives, prove to be insufficient
 - 1. Must be approved by the Match Director

21.12 Deliberately dislodging eye or hearing protection

21.13 Deliberate and/or severe rules violations

23.0 Ammunition

- A. **Ammunition management is the responsibility of the shooter.**
- B. Carry as much ammunition as desired
- C. Loading devices are not required to be loaded to the same capacity.
- D. Loading devices may be loaded in *any* configuration (full capacity, half capacity, 3 rounds only, etc.).
- E. A loading device may be abandoned without penalty.
 - 1. The abandoned loading device does not have to be empty.
- F. Prohibited Ammunition
 - 1. Tracer
 - 2. Metal Piercing
 - 3. Incendiary
- G. Power Factor
 - 1. There is no minimum required power factor
 - a. Steel poppers will be calibrated to fall when struck by ammunition with a 105 power factor.
 - b. Targets at 40 yards are permitted
- H. Permitted calibers
 - 1. .380, 9mm, 38/357, 40/10mm, .45

23.1 Reloads

- A. One mandatory reload per stage
 - 1. May be waived by the course of fire
- B. All reloads must take place *after the first shot and before the last shot*.
 - 1. May be performed any place
 - 2. Applies to each "string" within a stage
- C. Failure to perform a required reload earns a Double PE (See 19.1 D1)
- D Dropping a magazine, whether empty or loaded, does not incur a PE.

25.0 Equipment

- A. Guns are legal if they meet barrel length requirements for their division. There are no weight limitations.
- B. Lasers may be used
- C. Normal **carry** condition for the pistol is unloaded, hammer down or striker forward, no magazine inserted, and holstered.
- D. Normal **start** condition is pistol loaded and holstered.
 - 1. Guns in single action mode must have manual safety engaged.
 - 2. Guns with DA/SAO capability may be operated in either mode
- E. Holsters
 - 1. Will be worn strong side only, unless using appendix carry
 - a. Are to be worn between 2 and 4 o'clock or 8 and 10 o'clock.
 - 2. Shall completely cover the trigger and have no retention device that could cause the trigger to be pulled accidentally
 - 3. Serpa holsters and those of similar design are not permitted.
 - 4. Appendix holsters may be allowed at the discretion of the host range.
- F. Loading devices
 - 1. No length requirements
 - 2. Loading device holders are not required.
 - 3. Staging
 - a. Before the start, must be stowed on shooter's person unless the Course of Fire says differently
 - b. After the start, loading devices are not required to be stowed.
 - 4. Magnets may not be the primary retention devices.
- G. Firearm Barrels
 - 1. Length is measured from crown of barrel to the chamber face, to the tenth of an inch.
 - a. A measured length of 4.09 inches is considered 4.0.
 - 2. Compensated barrels
 - a. Are permitted as long as the gasses do not project to the side.
 - b. The compensator is included when measuring the barrel length.
- H. Gun configuration must remain the same for the entire match.
- I. Any firearm, ammunition, or equipment that is deemed unsafe will be brought to the attention of the Match Director who shall make the appropriate decision.
- J. Flashlights (See 3.9)
- K. Grip safety
 - 1. If a manual safety is in place, the grip safety may be rendered inoperable

27.0 Divisions

27.1 FSO – Full Size Optic

- A. Barrel length greater than 4.1 inches and less than 5.4 inches.
- B. With optic

27.2 FSI – Full Size Iron Sights

- A. Barrel length greater than 4.1 inches and less than 5.4 inches.
- B. With iron sights

27.3 CPO – Compact Pistol Optic

- A. Barrel length 4.1 inches or less.
- B. With optic

27.4 CPI – Compact Pistol Iron Sights

- A. Barrel length 4.1 inches or less.
- B. With iron sights

27.5 LCP – Low Capacity Pistol

- A. Barrel length less than 5.3 inches.
- B. Any pistol using all loading devices mechanically limited to ten or fewer rounds.
- C. Iron sights only

27.6 Revolver

- A. Barrel length of 6 inches or less
- B. Iron sights only
- C. Capacity of 6 or fewer rounds.

27.7 Alternate Divisions

- A. Shooters must stay in their selected division for the entire match.
- B. CPO Equipment may be used in FSO.
- C. CPI Equipment may be used in FSI.
- D. LCP equipment may be used in FSI or CPI, if barrel limitations are met.

27.8 Barrel measurements (See 25.0 H)

29.0 Stage Design

29.0 Written stage design – Course of Fire (CoF).

- A. Explains the stage concept and provides a consistent briefing for all shooters.
 - 1. Start position / condition, if needed
 - 2. Scoring conditions
 - a. Limited or Unlimited
 - b. Required number of shots per target
 - 3. Round count
 - 4. Procedure
 - a. Must provide a suggested path through the course
 - 1. “Shoot all targets in tactical priority” is unacceptable
 - b. If the shooter is to follow a specific route, it is incumbent upon the designer or builder to eliminate alternatives.
 - c. The shooter may follow an alternate path as long as it is legal to do so.**
- B. Clarifies any target designations that are not intuitive, based on the stage design.
- C. Addresses any special shooting conditions required such as SHO, while seated, etc.
- D. Will address any other issues not obvious to the shooter.
- E. Make up shots (See 1.2 C4)

29.1. There is a maximum round count of 24 for each stage. 29.2. Maximum traveling distance for a stage is 30 yards.

- A. Between shooting points, the maximum distance that a shooter must move on their own power is 15 yards.

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29.3 The Course of Fire may require a specific starting configuration, i.e., *gun loaded to 6, toes on line, etc.*

- 29.4 The number of Steel targets is unlimited.
- 29.5 The mandatory reload may be waived by the Course of Fire
- 29.6 Specific targets may be required to be shot on the move. (See 19.1 B3a)
- A. "Motion" = *the act of changing location from one place to another*
 - B. Maximum required target distance is 10 yards
 - C. Cannot require head shots
 - D. Must be full targets, i.e., no painted hardcover or blocking non-threats
 - E. Must be "in the open."
 - F. Should be consistent with the general flow of the stage
- 29.7 Non-threats should be placed with Vision Barriers to discourage shoot-throughs. (If a swinging target is partially blocked from view by a set of barrels, a non-threat should be placed on the blocking barrels.)
- 29.8 If low cover or a prone position is required, it may only be at the last shooting position.
- 29.9 A Course of Fire may consist of one, or multiple, "strings".
- A. A "string" is a timed shooting event from timer start until the last shot is fired.
- 29.10 Steel targets must be engaged at 10 yards or farther. (See 21.10)

31.0 Targets

- 31.1. All targets, except for steel, will be IDPA cardboard targets.
- A. All cardboard targets require the same number of shots except as in (B) below
 - B. One target may require a different number of shots
- 31.2 The number of Non-threat targets is unlimited.
- A. Non-threats are indicated by a large X, hands of contrasting color in the visible portion of the target or a solid white target
- 31.3 If a target on a stand is placed backwards and shot, it will be scored as normal.
- 31.4 Steel targets
- A. Will be calibrated to fall when struck by ammunition with a 105 power factor.
 - B. Any calibration challenge must be requested prior to the targets being scored.
 - C. The calibration zone
 - 1. The circular portion of the target, if so structured.
 - 2. Obvious hits below the calibration zone are not subject to challenge
 - D. If the hit is in question, the benefit goes to the shooter.
 - E. Should be painted after each shooter.
 - 1. Failure to paint is not cause for a reshoot.
 - F. Successful Challenges
 - 1. Scoring options
 - a. Reshoot the stage (3.6 A1)
 - b. Accept the stage as shot, with the challenged target scored as having fallen.
 - G. Unsuccessful Challenges
 - 1. Stage is scored with the challenged target marked as a miss.
- 31.5 Challenges on paper targets
- A. Pull the target and set it aside.
 - B. Call the MD, who will determine the scoring.
 - 1. A successful challenge results in the shooter receiving the better score.
- 31.6 Arbitration
- A. May be requested by the competitor if he disagrees with a call
 - 1. Must first follow the chain-of-command.
 - a. SO, CSO, MD
 - B. Requires a non-refundable \$100 arbitration fee to be paid upfront by the competitor
 - C. MD will select a committee of three to review the challenge and deliver a decision
 - 1. Committee decision is final

(Continued on next page)

31.7 Steel targets will not be presented at an angle greater than 45 degrees.

- A. Freestanding steel targets that rotate beyond 45 degrees but do not fall will be called as a “hit” by the SO
 - 1. Scored as though the steel fell
 - 2. A reshoot will be offered before targets are scored

31.8 Portions of targets may be painted black to represent hard cover. (See 17.13)

33.0 Physically Disabled Competitors (PDC)

- A. Accommodations may be made to any Course of Fire
- B. Any accommodation is subject to approval by the Match Director
- C. Accommodations may include, but are not limited to:
 - 1. Equipment
 - 2. Mobility
 - 3. Position (Kneeling, prone, etc.)

35.0 Classifications

35.1 A shooter’s classification is Division dependent.

35.2 Shooter Index (SI) / Classification

- A. SI is created by comparing shooter results to a preset Par time
 - 1. $SI = \text{Match par} \div \text{Shooter result} \times 100$
 - 2. Calculated for each match
- B. Initial classification
 - 1. Established by shooting a single GPA match
 - 2. Resulting classification applies to the match just shot
- C. Rolling classification score
 - 1. Each reported classification score is averaged with those on file.
 - 2. Once 5 scores are recorded, only the most recent 5 are used

35.3 Classification is determined by the shooter’s SI average (See 35.2B and C)

- | | |
|---------------|--------------|
| A. Platinum | 99 or higher |
| B. Gold | 78 - 98 |
| C. Silver | 54 - 77 |
| D. Bronze | 25 - 53 |
| E. Pew-Pewter | 0 – 24 |

37.0 Par Calculations

37.1 **Stage/string** calculation

A. Standard base:

1. Draw - Start to first shot 1.0
2. Reloads (per each required reload) 1.5
 - a. 1 mandatory reload unless specified otherwise in the Course of Fire
3. Each required shot .4
4. Each designated Position Change 2.0
 - a. Targets required to be shot on the move are not counted as Position Changes (see 37.1 B1c)

B. Additional times added:

1. Style (.3 per **required shot**) .3
 - a. Head shots required
 - b. SHO / WHO
 - c. Required to be shot *On The Move* (OTM)
 - d. Steel plates
2. Complexity factor, i.e., aspects that slow down engagement 2.0
 - a. Non-exclusive list:
 1. Target(s) well protected by NTs / hard cover
 2. Target(s) placed at far distances
 3. Awkward required shooting position
 4. Moving targets (Swingers, Drop-turners, etc.)
 5. Required lengthy/awkward Position Change
 - b. Multiple complexity factors are allowed, based on stage design

37.2 **Match** calculation

A. Total the par values for all included stages / strings.

B. Par Calculation form (Double click on icon to open page)



GPA%2010%20Stage
%20Par%20Calculato

10 Stage



GPA%2020%20Stage
%20Par%20Calculato

20 Stage

39.0 Rules Questions and Suggestions

A. Send to info@GalacticPistolAlliance.com

B. For suggestions please state:

1. Rule number
2. Problem or concern
3. Proposed solution

1

180 degree line · 2

A

abandoned loading device · 8
Accidental Discharge · 7
Ammunition · 8
Arbitration · 11

B

Barrels · 9
bullet hole · 6

C

Classification · 12
Classification hierarchy · 12
Coaching · 3
Cold Range · 1
Concealment Garments · 3
Cover and Concealment · 4

D

Disqualifications · 7
Divisions · 10
Do Not Pass lines · 5
Double PE examples · 7
dropping a gun · 8

E

Equipment · 9
Eye or hearing protection · 3, 7

F

fault lines · 1
Fault Lines · 1, 5
Finger · 7
Firearm malfunctions · 6
Flashlights · 3, 9
Freestanding steel targets that rotate beyond 45 degrees but do not fall · 12

G

Gun configuration · 9

H

Hard Cover · 4
head zone · 6
Holsters · 9

I

illegal act · 7
in the open · 1, 5
Incorrect starting position · 4

L

Leaving a cover position with an unengaged target visible · 7
Leaving an **open position** with an unengaged target visible · 7
LIMITED STAGES · 5
Loading devices · 9
Local Match Exception · 3, 6

M

Magnets · 9
Makeup shots · 1
mandatory reload · 11
maximum round count · 10
Maximum traveling distance · 11
Motion · 11
Movement · 7
Muzzle · 2, 4
Muzzle safe points · 2

O

on the move · 11
order of shots · 3

P

Par Calculation · 13
Penalties · 7
Physically Disabled Competitors · 12
Power Factor · 8
Procedure · 10

R

Range Commands · 4

Reloads · 9

Reshoots · 3

Retention · 2

ricochet · 6

Rules Questions and Suggestions · 13

S

safety briefing · 2

Scoring · 5

Scoring conditions · 10

SHO · 1, 2, 3, 10

Shooter Index · 12

Shooting Styles · 2

Sight pictures · 1

Single PE examples · 7

Soft Cover · 4

Stage Design · 10

Starting Position · 4

Steel · 6, 8, 11, 12

STOP · 2, 4, 6

Strong Hand · 2

Sweeping · 8

Strong Hand · 2

Sweeping · 7

T

Tactical Priority · 5

Target Distances · 3

Target engagement · 1

Targets · 11

Targets with painted hardcover · 6

Triple PE examples · 7

U

UNLIMITED STAGES · 5

Unsportsmanlike conduct · 1, 8

V

Visual Barriers · 5

W

Walk-Throughs · 3

Weak Hand · 2

Weapon-mounted lights · 3

weight limitations · 9

WHO · 1, 2, 3

Written stage design · 10